

Transformative Play Lab – Theresa Jean Tanenbaum



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PhD Students

- Dan Gardner
- Ke Jing
- Jeff Bryan
- Saumya Gupta
- Mikael Sebag
- Nazely Hartoonian

Faculty Collaborators

- Vincent Olivieri (Drama)
- Mari Kimura (Music)
- Aaron Trammell (Informatics)
- Stacy Branham (Informatics)

Outside Collaborators

- Tim Kashani (Apples and Oranges Arts)
- Zach Anderson (Apples and Oranges Arts)

Projects we are working on in the upcoming year

ShadowCast

- ShadowCast is a VR Theater Production environment for both entertainment and educational use created in collaboration with Broadway Producer Tim Kashani.

Virtual Reality Digital Audio Workstation (VirDAW)

- VirDAW is a VR system for sound production and composition created in collaboration with Vinnie Olivieri in the school of the arts.

Magia Transformo

- Magia Transformo is a Mixed Reality playful performance investigating the intersection between theater, games, and storytelling.

MaRker

- **MaRker** is a hardware platform for attention management in mixed reality game design.

Historical Game Controller Survey

- This project is cataloging, documenting, and analyzing 150+ controllers from over 40 years of home gaming history to gain insight into accessibility issues in hardware design, and the relationship between hardware and game design.

Possible areas of collaboration with other groups

- We always need expertise in fabrication, manufacturing, circuit design, industrial design, eTextiles, and software and network engineering for our projects.
- Our work frequently needs people to test and provide feedback on prototypes.
- We're seeking more connections in the education and informal learning spaces.